

AMENDMENT TO THE CLAIMS

1. (Currently Amended) A system for providing digital entertainment data, the system comprising:

a processor and memory connected to a media bus, the memory storing a browser-based graphical user interface and content items;

multiple tuners and demodulators connected to, and sending information signals to, the media bus;

a system data bus connected to the media bus and receiving the information signals;

a network bus connected to the system data bus and receiving the information signals;

a data switch connected to the network bus, the data switch receiving the information signals and sending the information signals to a plurality of switch ports; ~~with a port for sending high-bandwidth information signals from the data switch;~~

~~a plug-in module connected to another port of the data switch, the plug-in module wirelessly transmitting lower-bandwidth audio signals;~~

a mass storage device connected to the system data bus and storing the information signals;

each of the multiple tuners selecting a respective content item from a plurality of content items;

the multiple tuners and demodulators connected to the system data bus that is connected to the network bus, each of the multiple tuners and demodulators coupled to a different switch port of the data switch to send the information signals to the data switch; and

the system data bus connected to a third switch port of the data switch, the system data bus being shared amongst the multiple tuners and demodulators, wherein the multiple tuners and demodulators each share the system data bus to communicate

information to the processor, the memory, the mass storage device, and the data switch;
and

the processor receiving an instruction from a client device to retrieve the graphical user interface from the memory, the processor sending the graphical user interface to the client device with the graphical user interface describing the content items stored in the memory, the processor receiving a command from the client device issued by a remote control, and the processor retrieving another instruction from the memory that is associated with the command issued by the remote control.

2. (Cancel)
3. (Cancel)
4. (Cancel)
5. (Previously Presented) The system of claim 1, wherein the mass storage device stores an item identifier corresponding to each stored content item, the item identifier having a value that indicates the content item has been played, another value indicating the content item has been purchased, and a third value indicating the content item has been licensed.
6. (Previously Presented) The system of claim 1, wherein the mass storage device stores an item identifier corresponding to each stored content item, the item identifier storing a cost of playback for each content item and a second cost of purchase for each content item.
7. (Previously Presented) The system of claim 1, wherein a broadband data port couples to the data switch to receive a content item from a broadband data service provider, the content item downloaded and stored on the mass storage device at a data rate that is less than a playback rate in bytes per second, and the system monitoring when a remaining amount of time required to complete the download is less than a playback time of the content item, such that the system may indicate that the content item is available for playback.
8. (Previously Presented) The system of claim 1, wherein a broadband data port couples to the data switch to receive a content item from a broadband service provider, the content item communicated from the data switch for storage at the mass storage device, the

content item comprising a content item storage position identifier specifying a logical storage position in the mass storage device, and when new content items are downloaded and stored, a new content item storage position identifier is also downloaded for the content item already stored on the mass storage device.

9. (Previously Presented) The system of claim 8, further comprising a first multimedia input, the first multimedia input coupled to the multiple tuners, wherein the first multimedia input is to receive a plurality of transmission signals.
10. (Previously Presented) The system of claim 9, wherein the plurality of transmission signals include a plurality of television program signals.
11. (Previously Presented) The system of claim 9, wherein the plurality of transmission signals include an audio signal.
12. (Previously Presented) The system of claim 9, wherein the plurality of transmission signals include a data signal.
13. (Previously Presented) The system of claim 9, wherein the plurality of transmissions signals are received from a transmission facility selected from the group consisting of a direct broadcast satellite, a cable headend, and a terrestrial transmitter.
14. (Previously Presented) The system of claim 9, wherein the plurality of transmission signals are multiplexed transmission signals selected from the group of frequency divided multiplexed transmission signals, time divided multiplexed transmission signals, code divided multiplexed transmission signals, wavelength divided multiplexed transmission signals, and dense wavelength divided multiplexed transmission signals.
15. (Cancel)
16. (Cancel)
17. (Cancel)
18. (Cancel)
19. (Cancel)
20. (Cancel)

- 21. (Cancel)
- 22. (Cancel)
- 23. (Cancel)
- 24. (Cancel)
- 25. (Cancel)
- 26. (Cancel)
- 27. (Cancel)
- 28. (Cancel)
- 29. (Cancel)
- 30. (Cancel)
- 31. (Cancel)
- 32. (Cancel)
- 33. (Cancel)
- 34. (Cancel)
- 35. (Cancel)

36. (Currently Amended) A method of providing digital entertainment data, the method comprising:

receiving a plurality of transmission signals at multiple tuners, each transmission signal including an information signal;

selecting a first transmission signal of the plurality of transmission signals;

demodulating the first transmission signal to isolate a first information signal;

sending the first information signal over a media bus connected to a system data bus;

storing the first information signal on a mass storage device connected to the system data bus;

connecting the system data bus to a network bus;

sending the first information signal over the network bus to a digital data switch;

~~sending high bandwidth information signals from a port in the data switch;~~

~~connecting a plug-in module to another port of the data switch that wirelessly transmits lower bandwidth audio signals;~~

sharing the system data bus amongst the multiple tuners, such that the multiple tuners each share the system data bus to communicate information signals to the network bus and to the data switch;

sending the first information signal to a first broadband communications link coupled to the digital data switch;

storing a browser-based graphical user interface in the mass storage device;

receiving an instruction from a client device to retrieve the graphical user interface from the mass storage device;

sending the graphical user interface to the client device with the graphical user interface describing a usage indicator for each content item stored in the mass storage device.

37. (Cancel)

38. (Cancel)

39. (Previously Presented) The method of claim 36, further comprising superimposing multiple information signals onto a single information signal.

40. (Previously Presented) The method of claim 36, further comprising storing an item identifier corresponding to each stored information signal, the item identifier having a value that indicates the information signal has been played, another value indicating the information signal has been purchased, and a third value indicating the information signal has been licensed.

41. (Previously Presented) The method of claim 36, further comprising storing an item identifier corresponding to each stored information signal, the item identifier storing a cost of playback for each information signal and a second cost of purchase for each information signal.

42. (Previously Presented) The method of claim 36, further comprising receiving an item identifier corresponding to each information signal, the item identifier downloaded and stored on the mass storage device at a data rate that is less than a playback rate in bytes per second, and when a remaining amount of time required to complete the download is

less than a playback time of the information signal, then indicating that the information signal is available for playback.

43. (Previously Presented) The method of claim 36, further comprising receiving an item identifier corresponding to the information signal, the item identifier comprising a storage position identifier specifying a logical storage position in the mass storage device, and when new information signals are downloaded and stored, a new storage position identifier is also downloaded for the information signal already stored on the mass storage device.
44. (Previously Presented) The method of claim 36, wherein the digital data switch is an Ethernet switch.
45. (Previously Presented) The method of claim 36, wherein the digital data switch is a router.
46. (Previously Presented) The method of claim 36, wherein the first broadband communication link is selected from the group consisting of a category 5 cable, a category 5e cable, a category 6 cable, a category 7 cable, and an OC-3 cable.
47. (Cancel)
48. (Cancel)
49. (Cancel)
50. (Cancel)
51. (Cancel)